

Cont
C1

(b) a container comprising a storage chamber into which the playpieces may be independently stored or withdrawn during the course of play thereby providing the opportunity for emotions to be kinesthetically represented.

Sub E1
8. (Once amended) The interactive toy of claim 4, wherein the playpiece generally symbolic of anger is fire-shaped.

Sub E2
9. (Once amended) The interactive toy of claim 4, wherein the playpiece generally symbolic of fear is ghost-shaped.

Sub D2
13. (Twice Amended) A method of exploring emotional experience, comprising the steps of:

C3
(a) providing a toy comprising a plurality of playpieces, each playpiece being generally symbolic of a particular emotion and each playpiece comprising a unique color, a unique shape, and unique visually discernible information selected from the group consisting of at least one of textual and graphical information, and a container comprising a storage chamber into which the playpieces may be independently stored or withdrawn during the course of play; and
(b) interacting with the toy to explore an emotional experience.

Sub E3
14. (Once Amended) The method of claim 13, wherein interacting with the toy comprises visually, kinesthetically, and linguistically exploring an emotional experience.

Sub E4
15. (Once Amended) The method of claim 13, wherein step (b) comprises withdrawing a playpiece from the container.